


THE EYE SHIELD



Issue 44

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MESSAGE FROM ME

Welcome to issue 44 of The Eye Shield. Happily, the fanzine is still well stocked with reader contributions this issue, as Chris Stallard continues his countdown of level three performances in *Close, But No Cigar*, and Gary Day leads us deeper into *The Adventurer's Adventure*. Also, in addition to all your regular favourites, I myself have provided you with no less than three interesting one-offs, you lucky things! Within this very issue, you can read about the five cockiest dungeoneers, marvel at the ins and outs of the Knightmare board game, and see a very old newspaper cutting that you might just find slightly interesting.

And as if all that weren't enough, Martin "HStorm" Odoni presents another round of Knightmare QI. After the first friendly contest of this nature that took place on the Knightmare Discussion Forum in January (won by some clever dick called *Eyeshield*, of all the silly names), the second now takes place here in TES. I have decided to throw caution to the wind and run this as an interactive feature. Yes, I want **your** answers, readers! E-mail or PM them to me between now and Friday April 20th 2007, and I will publish the scores (along with the answers to the questions) in the next issue. I now hand over to HStorm (who, of course, has my eternal gratitude for choosing TES as a forum for his fiendishly tricky quiz) to explain the rules and set the questions:

If you give a correct answer, you get one point. You get up to two bonus points if you can embellish a correct answer with some Quite Interesting supplementary details. If you give a wrong, but unusual, answer, you'll get zero points for it. Give an answer that is not only wrong, but is also clichéd and pathetically obvious, and you will lose at least ten points.

- 1) Who was Mogdred's lover?
- 2) Which is the odd spell out? FIRE, FREE, FREEZE, FREEZER, SPLASH.
- 3) What does the following code signify? MK4, JN10, DN6, BN4, BN5, JE7, BY8, DN6.
- 4) Which is the odd one out? Blades, Spikes, Catacomb, Spears.
- 5) Give the name of the rude cavern elf who acted as Smirkenorff's guardian for two seasons.
- 6) Which is the odd spell out? FLIGHT, TRANSFORM, WEB, FLOAT, BIG.
- 7) In how many seasons of Knightmare was Mogdred the arch-villain?
- 8) What does this sequence signify? ISS, ISS, ZER, ARE, ERN, ISS, TCH, VIL, ISS, ELL, ISS, ELL, ISS.

There you have it, readers. Get those brains in gear and get those answers in! Everyone who enters will have their score published in the

next issue, as well as a private reply e-mail telling them their score and explaining it fully. In the words of Jeremy Beadle, next time the star of the show could be you!

Jim Waterman took the time to write and share with me his thoughts about issue 43, for which I am very grateful. Here is just some of what he said.

The "Other Quiz Shows" article was great, mainly because I shared the same enthusiasm for *Countdown* and *Blockbusters* in my younger days as you did. I'm an equally huge fan of *The Crystal Maze*, and I'd also like to see the Ed Tudor-Pole series again. I always said that the contestants were screened for stupidity before they were allowed to take part...

Has there ever been an official "*Where are they now?*" for the Nightmare actors? We've got David Learner appearing on *Supermarket Sweep*, Lawrence Werber as a dentist, Joanne Heywood on at least two TV adverts, and John Woodnutt in a better place altogether. On that final point, I'm sure a mention in TES would finally put the Mary Miller/Millar confusion to bed - Lillith is NOT dead!

Thanks again for writing, Jim – keep those comments coming. I'm glad you enjoyed the synopses of my other favourite gameshows, as I poured my heart and soul into the article, as well as having to reach into the deepest recesses of my memory. It's great news that Challenge is finally showing the final two series of The Crystal Maze (with Ed Tudor-Pole) again – let's just hope it keeps them for good this time.

I have often thought of writing an article that chronicles the post-Nightmare television appearances of all the actors, so perhaps you readers can help me to write it at last. Let me know which Nightmare actors you've spotted in which programmes, and hopefully I can collate a fairly comprehensive list of their appearances. By the way, you can rest assured that Mary "Lillith" Miller is still with us, as are all the Nightmare actors, except for poor old John "Merlin" Woodnutt, of course. Have you spotted them anywhere? Let me know if you have!

REMEMBER THIS?

Series 2/3. Level 1.

THE DUNGEON KITCHEN

This was a fairly standard medieval room to include in the early series, and it has proved, in my experience at least, to be a very memorable one. The Dungeon Kitchen had a blue-tiled floor, two doors on the far wall, a large dresser on the left wall, and a kitchen range with a blazing fire on the right wall. The room made several appearances in series 2, sometimes featuring characters trying out their very limited culinary skills, such as Gretel's attempt to cook a pot of toads, and Folly's very messy recipe that involved pouring flour all over the floor! The kitchen did not appear to belong to anyone in particular, although Gretel revealed at one point that Mildread was not supposed to go in there, which is hardly surprising. I always found this room very memorable; it has the honour of being one of the very few rooms I remembered during the seven years (between 1989 and 1996) when series 1, 2, and 3 were nothing but a distant, glorious memory to me.

The kitchen was back for series 3, although the large dresser had been replaced with a third door, and much of the kitchen range seemed to have disappeared! However, despite the fact that the room was visually less pleasing in this series, it made several appearances, often containing a useful item of freshly-baked food for the dungeoneer. Ownership of the kitchen was allotted to Mrs. Grimwold in this series, although the old witch herself only made one appearance in the room. It was more usual to meet Motley and/or Mellisandre in the kitchen, although Velda was also seen in there on one occasion. One of my favourite lines from Knightmare (yes, I remembered it word-for-word during those seven long years, although I was sure that Motley had said it) was Mellisandre's comment to Cliff about the Grimwolds' ownership of the kitchen: *"Mrs. Grimwold, she doesn't like people in her kitchen, and Mr. Grimwold... well, he just doesn't like people! Oh dear, he's here!" - Mellisandre.* Ah, classic!

Difficulty: 4 Depends entirely on the circumstances!

Killer Instinct: 0 Nothing fatal occurred in this room.

Gore Factor: 0 As above.

Fairness: 10 A very nice Dungeon room to include.

ADVENTURE TIME

The never-ending journey through the Nightmare Dungeon continues, with the score standing at Dungeon 12, Humans 5. Calum has reached level two, where further adventures await him.

Calum is in the blue cave at the start of level two. There is a table in the room with two chairs set opposite each other, the larger and grander of which is occupied by Hordriss the Confuser, who is making some notes in a large book.

"Well, here's an invitation if ever I saw one," Treguard chuckles. "Hordriss wouldn't have left a chair out for you, Calum, unless he wanted you to sit down, so what's keeping you?"

Calum sits down opposite Hordriss, who makes a big display of finishing the sentence he is writing. When he has done this, he looks up at the dungeoneer.

"Greetings," he says pompously. "My name is Hordriss the Confuser. But then you knew that already, didn't you? One's fame, despite one's natural modesty, will inevitably spread. What is your name, dungeoneer, and what do you seek?"

"My name's Calum," comes the reply. "I'm looking for the Talisman."

"Such things can only be found in level three," Hordriss states. "So, by coincidence, can a most important artefact which I desire. Unfortunately, I cannot retrieve it myself, but I can collect it once you have called me. If you agree to do this service for me, I will reward you with the magic you need to attain the Talisman. Well now, do you accept my pact?"

The advisors discuss this for a few seconds, but there really is no choice to be made.

"Yes, I accept," Calum tells Hordriss.

"Splendid," Hordriss smiles appreciatively. "The object one desires, Calum, is an old leather gauntlet, of no particular value. If you should find it on the third level, call me. My calling name is Malefact - call three times and I will appear. Oh yes, and as a gesture of good faith, I will tell you that the third step is golf. Now, be on your way, and be sure to remember our bargain, for one cannot countenance treachery."

Calum stands up and is directed out. He finds himself in the level two clue room, where there is a key, a talisman and a chainmail gauntlet on the table.

"Is that Hordriss's gauntlet?" queries an advisor.

"No, that's made of chainmail, not leather," says another. "Besides, we're not in level three yet."

Deciding that the gauntlet is a red herring, the team decide to take the key and the talisman. They then direct Calum out of the room, into Merlin's chamber. Standing at the edge of the pit, Calum mimics kicking a football, then serving a tennis ball, and finally swinging a golf club, causing the path to appear. Calum crosses the pit and Merlin appears on his throne.

"Ah, very nicely done, Calum," the wizard smiles warmly. "I can see that you're quite the little sportsman. However, now it's time for your brains to do the work. I have two questions for you, and both must be answered correctly if you are to earn my help. Here is my first. Use me in a dark place - set me on fire, and I weep. What am I?"

The advisors chatter amongst themselves for a while.

"Come on, team," Treguard encourages them. "You must be able to shed some *light* on this one!"

"A candle," Calum says.

"Truth accepted," Merlin smiles. "Here is my second. If you have me, you want to share me. If you share me, you no longer have me. What am I?"

Again, the advisors become lost in deep yet pointless discussion.

"Don't keep the answer to yourselves, team," Treguard hints. "You know you want to spread it around!"

"A secret," Calum says with confidence.

"Truth accepted," Merlin beams. "Well done, Calum - a pass with flying colours. Your reward is called FREEZE. Use it wisely, for you may only use it once."

With that, Merlin disappears in a flash of lightning. The advisors direct Calum out of the room, into the Great Corridor of the Catacombs. The two doors just in front of the dungeoneer each have a different talisman symbol in front of them. A little way up the corridor stands the Automatum, which clanks and whirs into life as soon as Calum enters.

"Beware, team!" Treguard exclaims. "The Automatum can be deadly, and you must escape at once! However, you must also make sure that you use the right door."

The advisors tell Calum to hold the talisman up before him. They see that the symbol matches up with the one in front of the left door, so they direct Calum out through it. He emerges into a wellway room. There is a large golden lock blocking the well, but worse still, the Automatum is already in the room, and he is standing directly in front of the wellway!

"Extreme warning, team, the Automatum is being mighty tricky today," Treguard declaims. "Use what weapons you may, or your quest ends now!"

The Automatum clanks towards Calum, morning star raised above his head.

"Spellcasting:" declares the spellcaster. "F-R-E-E-Z-E!"

There is a terrific creaking, rending sound as the Automatum is encased in a block of ice. Calum is directed around this obstruction, holding out the key before him. This causes the golden lock to disappear from the wellway, allowing Calum to enter and descend to level three.

Is Calum up to the ultimate challenge? Read the next Adventure Time to find out.

CLOSE, BUT NO CIGAR

By Chris Stallard

Rather than rating the teams that managed to conquer the Dungeon, this article looks at the teams that made it to level three but, for whatever reason, failed to push on to victory. It has often been stated by some fans that certain teams were very unlucky not to win, and therefore this article focuses on them. This includes teams who perished in level three, as well as teams that were "timed out" by the end of the series whilst on the final level. As I will be focusing on teams that made it to level three, I will rank the teams by an overall rating, which is split into four marks-out-of-ten categories:

Appeal - How much did the team grow on the watchers?

Excitement - Were there many memorable moments in the quest?

Intelligence - The old chestnut; did the team condemn themselves by their own actions?

Luck - A low rating helps here. How lucky were the team to progress, and how unlucky were they not to win?

So, with all that being as clear as the "opposite" riddles that led to the downfall of Vicky & co in series 4, here are the teams in reverse order:

12. **Richard**, Jonathan, Paul & Edward, from West Yorkshire. (Series 1)

The sixth and final team of the first series was the first team ever to reach the final level. Their quest started slowly as, like most teams in series 1, they took a fair while to do the simple tasks in level one, such as the bridge room and the room with the floor icons. They also struggled in the clue room, needing Treguard's help to get a perfect score. This slowness was commonplace in series 1 and it would be unfair to hold it against the team, as they had little idea of what to expect. This perhaps wasn't the most technically perfect quest (Danny & co seemed a better prospect to win before making a poor error when they encountered Folly) yet I found their enthusiastic, bickering style enjoyable to watch, especially the Battle of Insults, and Jonathan losing his cool in the Hall of Spears! However, in level three they were doomed early on when they left the horn in the clue room, meaning that they could not pass the Wall of Jericho.

Appeal - Despite their shortcomings, I found them entertaining to watch. **7**

Excitement - Taken in context, you could see the team get more excited as they progressed deeper into the unknown, and it was the same for the

watchers. 7

Intelligence - Despite growing in confidence and taking time to examine all choices, to take a dagger from the clue table is unforgivable! 4

Luck - A touchy subject, as their quest was clearly edited to fit in with the end of the season, with level two cut very short. The team's victory was supposed to complete the series, but they threw it away by taking that dagger. 6

Overall - Seemed to be set up to win at the end of the series, but they lost it with a basic error. 6

11. **Daniel**, Benjamin, Gideon & Justin, from London. (Series 8)

Another team that divides opinion amongst fans. To be fair, whilst all of the team were excitable, it was Gideon who dominated the rest of the team with an eager personality and a VERY LOUD VOICE! Level one saw fairly easy progress (no idiotic errors like the team before them) but showed just how jumpy Gideon was as he shouted at the screen on numerous occasions. Level two again saw some panic as they dealt with Snapper-Jack and then lost it totally as the miremen approached them in the clue room! They then had to ride through the Sewers of Goth with Daniel disguised as Lord Fear, before convincing Maldame to open the door to level three. They then traded a SIGHT potion for a SHADE spell and made it to the Golden Galleon, but soon died in the Corridor of Blades.

Appeal - Regardless of whether you like their style or not, you cannot deny that they were entertaining to watch... or is it annoying? 7.5

Excitement - They created much of their own excitement, particularly with Gideon going to pieces at the drop of a hat. 8

Intelligence - Had they considered their options more carefully and not panicked as much, who knows? 5

Luck - No extra luck, but they never seemed likely to win, as they were just so excitable! 6

Overall - A fair attempt that was entertaining to watch, but they never seemed likely to win as they lost it on numerous occasions and shouted at the screen, confusing Daniel on more than one occasion. 6.5

10. **Alistair**, Harry, Martin & James, from Woodbridge. (Series 4)

Another slow-starting team who improved with time. Alistair started by almost falling to his death at the Spindizzy! However, the team showed intelligence as they dealt well with the intimidating prospect of Malice (showing considered judgment) and answered Oakley with ease. However, they seemed to go to pieces with the assassin, ending up with everybody

shouting their two-penneth! They also showed good confidence dealing with Gundrada after releasing her and taking the gold, although everybody started shouting once again. They also dealt with Merlin with ease as they used logic to choose Mercury's shoe, and so the RUN spell, at the expense of the other items. This was used to escape Ariadne (although this led to them all shouting again) at the end of level two. Level three saw them deal with the unusual Transporter Pad, again taking their time to consider their options. However, they were doomed soon after retrieving the green gem they had agreed to give to Malice, as they panicked again. This time it was at the worst possible moment, and they perished shouting in the Corridor of Blades, which must have been a particularly unnerving sight for the first team ever to encounter it.

Appeal - Their organised style was nevertheless appealing and enjoyable to watch. 7

Excitement - Some exciting moments, mainly when the team lost their cool! 7

Intelligence - They took time to consider their options, but were often worried and panicked rather easily. 6

Luck - No extra luck, but their downfall was of their own making as they panicked once too often. 5.5

Overall - A fairly strong team, but they grew nervous as they progressed. The Corridor of Blades is no place for the unsteady! 7

9. **Sarah**, Keighley, Helen & William, from Northampton. (Series 5)

A very strong team from the fifth series, when only two teams reached level three, the other being champions Ben & co. The team showed from an early stage that they were unwilling to rush into a silly mistake by taking their time to consider their actions in all encounters. They gained a password from Julius Scaramonger but quickly realised that it must be false, as they could not make the word out. They then received another - correct, this time - password from Gwendoline. When they reached the blocker, they again considered their actions before deciding that Gwendoline was far more trustworthy than Julius, and used her password. Level two again saw considered action as they bargained with Sly Hands to gain a key, and used Pixel to get rid of Skarkill with some ease! They also dealt with causeways fairly comfortably and rarely looked troubled or rushed. However, this calmness soon became a slowness to act, as they took far too long to decide whether to give Elita the ruby. (They take one minute and forty seconds from saying "we have a ruby" to giving the ruby up!) This came despite numerous warnings from Pickle. They were finished off in the next room - the Corridor of Blades again. What a letdown!

Appeal - Whilst they were not overly charismatic, I enjoyed the quest, and as they progressed they looked like they had a chance. **7.5**

Excitement - The first team to reach level three in this series, and one of only two teams to do so. However, their reluctance to take risks cost them dearly. **6**

Intelligence - They always considered their options fully - in the end, too fully! **8**

Luck - No extra luck, but their downfall was entirely down to them, as they took an age to decide what to do with the ruby! **4**

Overall - A good team, as few even got close to level three in this series, let alone into it. However, they were too conservative when it really mattered. **7**

Here the countdown pauses once again, readers, but be sure to come back next time for details of the next four would-be champions.

PUZZLE PAGE ONE

Pickle's Two Cents

These quotes all come from Pickle - try to guess, remember or work out which character he is talking about in each case. Name the series, episode and dungeoneer if you can.

1.) "You could say that this old lady doesn't appear to be an *o/d* lady at all!"

2.) "Musical buffoon. You're wasting time here."

3.) "It's the Knight of the Lost Brain Cell!"

4.) "Well, I'd have left her there. Stupid maid shouldn't get into that sort of muddle."

5.) "She's a rude little monster; no kin of mine that I'll ever own to!"

6.) "I don't know why _____ bothers to try disguising himself; he's so vain and pompous that anyone can spot him a mile off!"

7.) "He may be a friend; let him speak."

8.) "You might call him a dragon. Personally, I think it's safest to call him sir!"

9.) "I don't think he wants to know who the *daughter* was, Katrina."

10.) "_____ should be able to choose two objects, but with _____ in that box, she's only got one spare hand!"

CLASSIC QUEST

Series 7

Quest: The Cup.

Dungeoneer: Ben Dryer.

Advisors: John, Tim and Ben.

Home town: Salisbury, Wiltshire.

Team score: 5 out of 10.

A laudable effort from series 7, led by one of the cockier dungeoneers ever to grace the Dungeon with his presence. Interestingly, Ben's was the final death of series 7 (during episode 10 of 15) as the subsequent two dungeoneers (Julie and Barry) both won.

Level One: Ben meets Romahna in the dwarf tunnels. As usual, the dragon wardress is not in the sunniest of moods, but she escorts Ben out of the tunnels and into the clue room, where she gives him several useful bits of information, particularly that he will need a firestone in order to pay Smirkenorff for a flight to level two, and that Lord Fear has acquired a new monster called the Brollachan. From a small barrel, Ben picks up a mop and a set of skeleton keys, leaving behind a bar of gold. A meeting with Sidriss follows, in a room with a wooden table, which is (apparently) part of Hordriss and Sidriss's home. Sidriss assumes that Ben has come to do the cleaning, because he is carrying a mop. She asks him to start cleaning by the table:

"Father may be a mage, but that doesn't stop him from being a messy eater." - Sidriss.

Ben's mopping reveals the spell INSIGHT written on the floor. This has to be used in the Fire Room, where a firestone has been left on one of the isolated sections of floor. It is a tricky, dangerous task to retrieve the firestone and exit safely, but the advisors guide Ben well and the task is completed successfully. In another dwarf tunnel, Ben finds a spyglass, through which Lord Fear and Lissard reveal that they have captured Fidjit and sealed off the level by placing guards at every exit. Lissard also reveals that the password is the name of Lord Fear's new monster. Ben then encounters Fidjit trapped in a pillory, and eventually agrees to release him with the skeleton keys.

Fidjit accompanies Ben to the end of the level, where, as promised, there

is a sentry on guard. He demands the password from Ben, and the team just about manage to remember the name Brollachan from their meeting with Romahna. The guard abandons his post, Fidjit unlocks the large metal door, and Ben steps onto Smirkenorff's back. Smirkenorff is more than happy to accept the firestone as payment, and flies Ben to the Rift of Angar, and level two.

Level Two: Brother Strange makes a brief appearance to warn Ben about the vast numbers of trolls hanging around level two, before the team makes use of another spyglass. The first half of the sequence sees Lord Fear and Brollachan arguing about what dungeoneers are for (eating, not questioning, Lord Fear asserts) and the second half sees Lissard explaining to Fear that he has scattered the letters of a mighty spell throughout level two, making it all too obvious that the team's task in the level will be to collect these letters.

The clue room follows, where Ben picks up a red key and a jar labelled *Darkness*. The first letter of the spell is also collected here - C. The key is used almost immediately to release Marta from a locked chest. To say thank-you for this good turn, Marta reveals the combination for the Trial by Spikes, to the sound of echoing troll-steps in the distance. In this room, the letter I is added to the broken spell.

In the next room, the team makes its fatal error. The chamber appears to be empty apart from two small stools, and Treguard and Majida discuss how strange it is that there is no spell letter in the room. This is the only clue the team has to open the *Darkness* jar, and they don't pick up on it! This is hardly surprising, as it is far from obvious that they are supposed to do this, and the sound of troll-steps getting ever closer makes it very hard to decipher the one, very obscure, clue. So it is that Ben exits the room without the third letter, thus sealing his fate.

A meeting with Sylvester Hands follows, which is typically comic and pointless. Ben has to persuade Hands to get off the barrel he is sitting on, as part of a letter is protruding from beneath it. When Ben has annoyed Hands sufficiently, the loathsome vagabond goes off to get his magic rope, leaving Ben free to move the barrel, revealing the letter D underneath. However, with one part of the spell missing, the quest is already doomed. Ben is killed off at the Trial by Spikes, which the team attempt competently and calmly, despite Majida's erroneous opinion that they are too slow!

The fact is that the production team are determined to kill them off here, and the advisors guide Ben so well that the rotten producers have to stick a huge troll in the way before they can make the team die! With the advisors' (and our) view of Ben totally obscured, the final set of spikes is heard to give Ben a pretty severe enema, snuffing out the chance of having a winning Ben for the third series in a row!

Summary: A canny, intelligent team who were fun to watch, despite Ben's somewhat annoying style of dungeoneering. They should have made it to level three, but an obscure error eventually brought a premature (and painful) end to their quest.

TOP FIVE COCKY DUNGEONEERS

There's nothing worse than an unresponsive dungeoneer, like a Douglas or a Duncan, but some dungeoneers took this knowledge to something of an extreme. The following dungeoneers are the five that, I feel, put in the cockiest performances on *Knightmare*, but I'm not saying whether this was altogether a good or a bad thing. Watching scenes where dungeoneers interact well with the characters, and really throw themselves into the quest, is always fun, but I will say that I honestly feel that at least the top two on my list went a bit too far on more than one occasion.

5. Martin II.

Advisors: Lee, Jamie and Darren.

Time on *Knightmare*: Series 3, episodes 13, 14 and 15.

Level reached: 3.

Martin wasn't too cocky by any means, but he always threw himself completely into his interactions with the characters, and always made sure to tell his advisors if he wasn't happy with what they were doing.

Defining quotes: *"Right, I've got a good joke, so I'll tell him it."*

"Stop whispering, I can't hear ya."

4. Nathan.

Advisors: Karen, Stephen and Katherine.

Time on *Knightmare*: Series 8, episodes 4, 5 and 6.

Level reached: 3.

This was an excellent quest, much more deserving of a win than Dunston's, and Nathan was a lively, engaging, likeable dungeoneer. His interaction with the characters he met, as well as with his equally likeable advisors, was whole-hearted and fun to watch.

Defining quotes: *"Oh, again!"*

"Just look at this gold! Wouldn't you want this gold?"

3. Matt.

Advisors: Razer, Ben and John.

Time on *Knightmare*: Series 6, episodes 1 and 2.

Level reached: 2.

Matt seemed to be very full of himself, and swaggered around the Dungeon with annoying overconfidence. He was rather overfriendly with some characters (Ridolfo, Smirkenorff and Hands, for example) and obviously thought his acting and improvisation skills were a match for the

actors', but they very obviously weren't!

Defining quotes: *"How invisible?"*

"Read it carefully; note down everything. Hint!"

2. Ben III.

Advisors: John, Tim and Ben.

Time on Knightmare: Series 7, episodes 8, 9 and 10.

Level reached: 2.

Ben was almost as cocky as Barry, but he wasn't nearly as charismatic. He was rude and aloof with all the characters he met, and he obviously thought he was going to win, thus making three winning Bens in a row, which made his unpleasant demise at the Trial by Spikes even more satisfying.

Defining quotes: *"Stay there a minute; don't go anywhere."*

"I dunno, just natural skill."

1. Barry.

Advisors: Simon, Derek and Daniel.

Time on Knightmare: Series 7, episodes 12, 13, 14 and 15.

Level reached: 3+.

Well, what can I say? Barry is the benchmark against which all cockiness, not only on Knightmare but also in the entire universe, should be measured. He was overfriendly with everyone, brimming with self-confidence, and a complete smart-arse (as Majida noted) but he was terrific fun to watch and managed to do what no other dungeoneer did by actually matching the actors' improvisation skills. He dug himself into a pit a couple of times, of course, but that's only to be expected. His advisors were rather good too, particularly the one in the middle, Barry's brother Derek.

Defining quotes: *"The goblins, are they... troubling you at all?"*

"It's a very nice boat. Yes, it's a lovely boat."

So, there we have it. If you have anything to add to what I've said here, or you'd like to send me your own list of cocky dungeoneers, then please do get in touch with me here at The Eye Shield - I'm always waiting to hear from you!

KNIGHTMARE TOP TEN

This is a list of the top ten Nightmare characters with the lowest relative frequency of appearances. The reason I use the word *relative* is that each character's score is based on the number of episodes they could possibly have appeared in (i.e. the total number of episodes in all the series in which they featured or could have featured) divided by the number of episodes in which they actually appeared.

The final score (the character's relative frequency) tells you how often, on average, the character made an appearance during their time on the show. For example, Merlin's time on the show spans series 1-4, which is a total of 56 episodes. Merlin appeared in 28 of these episodes, giving him a relative frequency of one appearance every 2.0 episodes; because 56 divided by 28 equals two.

Obviously, the less frequent a character's appearances, the higher their relative frequency score. Simple! All calculations are correct to one decimal place.

<u>Position.</u>	<u>Character.</u>	<u>Series Range.</u>	<u>Possible Episodes.</u>	<u>Total Episodes.</u>	<u>Relative Frequency.</u>
=1.	Owen	3	16	1	16.0
=1.	Dooreen	4	16	1	16.0
=3.	McGrew	3	16	2	8.0
=3.	Morghanna	3	16	2	8.0
=5.	Dwarf	2	16	3	5.3
=5.	Gatemaster	5	16	3	5.3
7.	Mogdred	1-4	56	11	5.1
=8.	Nemanor	6	15	3	5.0
=8.	Bhal-Shebah	8	10	2	5.0
10.	Casper	1-2	24	5	4.8

THE ADVENTURER'S ADVENTURE

By Gary Day

Two goblins enter the tavern and the Adventurer draws his sword. The goblins attempt to surround him, but the Adventurer manages to negotiate himself into a position where they are unable to flank him. The Adventurer takes a swing at the goblin on the right, and manages to make a cut in his lower left leg. The goblin continues forwards with blood spurting out of his thigh. The Adventurer knows it would be best to finish him off first. The right goblin goes to stab the Adventurer, but he manages to parry the goblin's attempt, and then quickly slices the goblin in the torso. The wound is deep enough to finish off the goblin. The remaining goblin is a little shocked, and decides to charge into the Adventurer. Again, the Adventurer manages to parry the goblin's stab and side-step the charge, giving him an easy swing to the goblin's head. He manages to decapitate the goblin and the head flies off into the corner of the room while the body continues to run forwards a few steps, before collapsing onto the floor. Marta comes out from behind a broken table to see the Adventurer victorious, and runs over to him.

Marta:

Thank you, brave Adventurer. May I offer you some food and drink before you leave?

Adventurer:

I have just eaten, but I could use a drink, thank you.

Marta:

No problem, my lord, I shall have some wine ready for you in a moment.

Marta rummages through a cupboard that is still intact and brings out a bottle of red wine.

Marta:

Here you are, my lord.

Marta begins to pour a glass of red wine for the Adventurer.

Adventurer:

I think you should have one for yourself as well.

Marta:

That's a good idea. I'll do that.

Marta pours herself a drink.

Adventurer:

So, was there anything else you knew of besides the causeway and guardian of the well?

Marta:

Well, my lord, I cannot remember much, but I believe that there is a clever man just beyond my tavern. If you need an answer, he should know it. He has some knowledge of level two as well, my lord, so maybe it's worth asking him a few questions before you continue on your journey. Is there anything else I can aid you with?

Adventurer:

You have done enough, Marta, thank you. Perhaps this will aid you in getting your tavern back up and running.

The Adventurer hands over the bar of gold to Marta.

Marta:

Why, thank you, my lord! Thank you so much. I'll tell you what I will do for you, my lord; I will take you into the village and show you where the clever man is.

Adventurer:

Thank you, Marta.

Marta:

Not a problem, my lord. Now, hold on to my arm and I shall lead you to our village.

Marta grabs the Adventurer's arm and leads him towards the left door. They both proceed through the door, arm in arm.

Marta guides the Adventurer to the village of Stoneley. This is the only village in the whole of the castle, for the deeper dungeons are quite uninhabitable. Marta guides the Adventurer towards Brother Strange, who is leaning against a wall.

Marta:

'Ere you are, my lord. This is the man that is very clever. He has knowledge of this dungeon and should be able to help you in your quest. Good luck, dear sir, and thank you very much for the gold.

Adventurer:

No, my lady, thank you for everything you have done.

Marta blushes before she takes her leave and heads back to her tavern. The Adventurer now turns to face Brother Strange and waits for him to speak.

Brother Strange:

Good day to you, young Adventurer, I am Brother Strange. I see that you seek knowledge, and knowledge I can provide. The question is, would you be able to use such knowledge wisely? I suppose I should first ask whether you are on a quest, as from your attire it would appear to be the case.

Adventurer:

Yes, I am.

Brother Strange:

Excellent. And may I ask, what is the purpose of your quest?

Adventurer:

To rescue an elf being held captive in the lower levels.

Brother Strange:

Rescuing an elf. Of course, Mogdred requires knowledge of the surrounding area and so... Oh dear, I think I know who this elf may be. It is very good that you are on a quest to rescue this elf, so I shall help you all I can.

Adventurer:

Thank you, Brother Strange.

Brother Strange:

First I need to test that you have knowledge, and to do that I shall ask you to give me a proverb that I have not heard before. Once I have attained this proverb, I shall give you some important information. Do you have a proverb?

The Adventurer stands there thinking of a proverb that he could offer to Brother Strange. Finally, one dawns on him.

Adventurer:

Have you heard this one, Brother Strange? A bird in the hand is worth two in the bush.

Brother Strange:

Indeed I have, for this is one of the first that I ever learned. Please do try again, though.

The Adventurer starts to struggle to think of a proverb. He tries a different one.

Adventurer:

All that glitters is not gold.

Brother Strange:

All that glitters is not gold. Hmm, I've never heard of that one. Quite a good one as well, as far as a proverb goes. I shall have to remember that one. As for you, Adventurer, I shall offer you what advice I can. I understand that you are aware that there is a causeway you must cross, and also a well you must descend by that is guarded by a knight who will require a password to progress.

Adventurer:

Yes, Brother Strange, I am aware of this.

Brother Strange:

What you are probably not aware of is that there is a man called Cedric awaiting any challenger that descends. He has lots of knowledge and will provide difficult questions. You may challenge him to combat, or insults if you would rather, but these

are by no means simple. The choice will be yours. If you manage to beat Cedric well enough in your chosen discipline, he will give you the second step. Now, this is only useful if you know the first step, which I am able to give to you, Adventurer. The first step is the hop.

Adventurer:

Thanks for the advice, Brother Strange.

Brother Strange:

No, thank you, Adventurer, for providing me with a new proverb, and for attempting such a noble quest. Look after that lamp, for you will need it sooner than you think.

Farewell, traveller.

Before the Adventurer is able to give a reply to Brother Strange, he has disappeared completely. The Adventurer can only see the corridor ahead of him, and there are no turnings to either side. The Adventurer carries on trekking down the tunnel.

The Adventurer has walked for a long while when he reaches a fork in the corridor.

He has a choice to move left or right. He looks around the walls for a clue, but cannot see one that would aid him in his choice. As he is about to make his choice, he sees an ogre approaching from the left-hand entrance. The Adventurer thinks it would be best to avoid a confrontation with the ogre at the moment, and so chooses the right-hand path. He scampers along the corridor, and can hear the ogre following him. He finally sees a portal ahead of him, and walks through it.

The Adventurer enters a dark room. He cannot see anything and is unsure what to do. Then a voice can be heard in his head.

Treguard:

Remember the advice that Brother Strange has given you, Adventurer.

The Adventurer thinks back and remembers that the lamp will be needed sooner than he thinks. Of course, he has not thought of it and it is needed now! The Adventurer holds up the magic lamp and the room becomes brighter. He can see what is ahead of him - it is the causeway. The only block in front of him is a yellow block, so he steps onto it. He now has a choice of red or blue. He thinks back to what Marta has told him - she mentioned that the combination is red, blue, yellow, and keeps on looping. Therefore the next in the sequence is red. He steps onto the red square, and he sees the yellow square (which is now behind him) and the blue square next to him disappear. The Adventurer breathes a sigh of relief and then has the choice of blue or yellow. He steps on the blue and sees the red behind him and the yellow next to him disappear. He now has the choice of yellow or red. He chooses the yellow step, and sees the blue he was on and the red next to him disappear. The final choice throws him completely, though - green or purple.

Adventurer:

Which step to choose?

He then thinks about how the colours are made up - purple is red and blue, and green is blue and yellow. He has just stepped on the yellow and blue, so green should be the correct step. Then he thinks that the next two steps are red and blue, and they mix to make purple. The Adventurer keeps thinking about which would be the more logical path - combining the next two steps, or the result of the previous two steps. He takes a deep breath and steps onto the purple step. The yellow behind him disappears, but neither the green nor the purple disappear. Perhaps both were correct after all! He steps forward and goes through the portal.

He finally arrives in the wellway room, but there is an armoured knight standing by the well. He comes over and begins to speak to the Adventurer.

Knight:
Password!

The Adventurer tries to think back, and suddenly remembers that Igneous has given him a password, and now seems as good a time as any to use it!

Adventurer:
Battleaxe.

Knight:
Password accepted. Please continue towards level two.

The Adventurer can hardly believe that he has come through this task so easily, and begins to approach the wellway. The Adventurer still has the lamp in his hand, and ponders whether to keep it or to abandon it before entering the well. He thinks that the lamp may come in handy, so he keeps hold of it and starts trying to get into the well. Then a voice can be heard.

Treguard:
Please leave all level one objects here, for they will not be of any use to you below.

The Adventurer accepts that the lamp needs to be left behind, and so he places it on the floor and climbs into the well. He takes one deep breath before he lets go of the ledge, and falls down into the darkness below.

So, our brave Adventurer has completed the first level, but two more remain to test his mettle to its very limits! Come back next time to find out what happens.

REMEMBER HIM?

Series 8. Level 1/3.

HONESTY BARTRAM

This character really was one of the less glorious aspects of the rushed, disjointed mess that was the blink-and-you-miss-it series 8. With his tradesman's cart, sackcloth robes and two-coloured hat, Bartram was clearly designed to be a kind of successor to Julius Scaramonger, in that he could sell useful objects and spells to dungeoneers if he chose to do so, but his quick-talking sales patter, combined with his allegiance to Lord Fear, meant that any dungeoneer who found that they needed something from his cart would not have an easy job in acquiring it.

As it turned out, only two dungeoneers met Honesty Bartram in the end, and due to the shortness of series 8, Bartram never got a chance to develop as a character, particularly as most of actor Bill Cashmore's time was taken up with playing Snapper-Jack. Honesty Bartram was given several "amusing" lines (*Don't tell your dad; You're not Dishonesty Daniel/Naughty Nathan, are you?*) and a slight stutter in a very obvious attempt to make him comical, but it just wasn't happening.

My main objection to series 8 is that the production team tried to fit too much new stuff into too short a series. What with the introduction of a whole new antechamber for Treguard and Majida, the much-hated *Reach* wand, the Mire World, Lord Fear's new costume and castle, excessive numbers of new creatures (skeletrons, miremen, snapdragons, mire-trogs) and the redesigning of the entire Dungeon (except a few chambers from Goth) there was far too much happening in series 8, and not enough time to accommodate it all effectively.

Honesty Bartram is just one of the characters (along with the likes of Bhal-Shebah, Motley, Hordriss, Smirky, Hands, Sidriss and even Treguard, in my opinion) that got ingloriously absorbed into this disappointing mess of a series, which (combined with the fact that only Daniel and Nathan met him in the entire series) makes him a very forgettable part of Knightmare.

Fear Factor: 3 With the knowledge that he was in Lord Fear's pocket...

Killer Instinct: 4 Certainly part of Daniel's losing slump in level three.

Humour Rating: 7 Made several jocular remarks, none of them amusing.

Oscar Standard: 5 Sadly, there wasn't much to do with the character.

KNIGHTMARE LOCATIONS

Hedingham Castle, Halstead, Essex

Hedingham Castle. Vital Statistics:

Location: Castle Hedingham, near Halstead, Essex.

Century of Origin: 11th.

Also Known As: Eye shield & closing credits sequence.

Series featured in: 5.

These pictures were taken by me, Jake Collins, in September 2006. They were scanned by Rosey Collins in October 2006.

These external shots are part of the eye shield sequence that takes winning dungeoneer Ben over an area of open ground and into the last Dungeon of level two, or Hedingham Castle Keep, as it is otherwise known. Later, the sequence was run backwards for the credits at the end of episode 12. Below, we are approaching the staircase:



Now we're running up the stairs, with the menacing sound of goblin horns blaring in our ears:



And finally we've reached the top of the stairs, where the relative safety of the Dungeon awaits us:



Next Issue: Framlingham Castle, Suffolk.

BOARD OF NIGHTMARE?

Settle down and draw close to the fire, readers, as I share with you some of my thoughts about the Nightmare board game, which was first released by MB Games in 1991. I myself did not purchase a copy until 1995, just after I had found out that Nightmare was no longer being made, but it has proved a popular pastime in my household (and beyond) ever since.

The game can be played by up to four players; there are four cardboard playing pieces, coloured red, blue, green and yellow, and each "wearing" the Helmet of Justice. The challenge involves a race through all three levels of the Dungeon, encountering characters, using objects, casting spells and answering riddles along the way.

The three levels of the Dungeon are set out in a kind of circular pattern around the playing board, with the twelve level one chambers all on the outside, the eight level two chambers further in, and the one large chamber that represents level three (Merlin's throne room) right in the middle of the board. Each chamber is surrounded by a coloured border, and contains a list of the numbers from one to six on the left-hand side, each bordered by a different colour. Rolling the die tells you which chamber to visit next by matching up the number's coloured border with that of another chamber.

Play begins in the red-bordered Starting Chamber, which is the only chamber that can contain more than one player at once. Upon entering a chamber, you must either challenge the occupant of the chamber to combat (by rolling the die and beating their score, which can be seen in a yellow shield beneath their picture) or draw a card from the pack provided and follow the instructions on it.

Some cards contain spells; a Helm Token is awarded if you draw a spell card. Helm Tokens can be played before challenging characters; each one increases your die roll by one point. If you win a challenge, you receive two Helm Tokens, and any object that might be in the chamber. Some cards set up scenarios where you may need to use these objects, or get out of trouble in some other way. Failure to deal successfully with any card scenario, or the loss of any challenge, will send you straight to prison, where you must stay until you roll 4, 5 or 6.

Travelling from level one to level two requires the use of a wellway; there are two wellway rooms. However, arrival in one does not guarantee onward travel to level two, for you must roll a number that is surrounded by a level two room's border colour in order to descend. In each wellway room, you have a one third chance of reaching level two with a normal roll

of the die, as two numbers out of six lead down the well.

Once in level two, you may still end up back in level one. This could happen if you roll the colour of one of the wellway rooms, or if you are sent to prison or back to the Starting Chamber. Onward travel to level three requires challenging the occupant of one of the four Quest Object Chambers in order to win the Sword of Freedom, the Shield of Justice, the Cup that Heals or the Crown in Glory. Helm tokens are vital for this, as each guardian has a challenge value equal to or greater than six, and is therefore impossible to defeat with a die roll alone.

Once in level three, you must answer riddles correctly in order to build a path of Helm Tokens to Merlin's throne. Helm Tokens cannot be carried over from level two, although spells can. Seven correct riddles are required in order to reach the throne and be declared the winner.

The Nightmare board game is fun, exciting and challenging. It is a great way to pass a few spare minutes (or hours) and is suitable for players of all ages. However, it can go on for a VERY long time, depending on how quickly you manage to reach levels two and three. Theoretically, someone could reach level three in four moves, but it has been known to take two or three hours for this to happen - I kid you not! If younger players get bored, it may be a good idea to introduce a rule that you cannot leave level two once you're in there, or (in extreme cases) let them cheat!

Level One:

Red chamber: The Starting Chamber. A four-door room featured in series 1, 2 and 3, levels one and two, for such challenges as bridging the pit, neutralising a catacombite, or avoiding Khar.

Occupant: The Master At Arms (Challenge Value 3).

Object: The Mace.

Light green chamber #1: A two-door room featured in series 1 and 2, level two, for such scenes as Cedric knocking out Gumboil, and Stuart giving Olaf a pot of honey.

Occupant: A hobgoblin (2).

Object: The Food (bread, apple, cheese and water).

Light green chamber #2: A two-door room featured in series 1, 2 and 3, level one, for such challenges as the Spectral Scorpion and the Slithering Snakes.

Occupant: The Barbarian (4).

Object: The Shield.

Black chamber: Prison; the same room as the Starting Chamber, but slightly modified.

Blue chamber #1: Mildred's cave, featured in series 2 and 3, level one.

Occupant: The Sorceress (3).

Object: The Book of Spells.

Blue chamber #2: Clue room, featured in series 1, 2 and 3, level two.

Occupant: The Warlock (4).

Object: The Potion of Invisibility.

Light brown chamber: The Vale of Vanburn, featured in series 3, level one.

Occupant: A skull ghost (3).

Dark brown chamber: The Troll's ledge, featured in series 2 and 3, level one.

Occupant: Ariadne (3).

Object: The Magic Ring.

Pink chamber: The smaller bomb room, featured in series 1, 2 and 3, levels one and two.

Occupant: The Thief (2).

Object: The Crystal Ball.

Grey chamber: The Giant's ledge, later the maggot's pit, featured in series 1, 2 and 3, level one.

Occupant: The Wolf (3).

Yellow chamber: Wellway room, featured in series 1, 2 and 3, level one. Roll a 2 or a 5 here to reach the second level.

Occupant: A goblin (1).

Object: A bag of gold.

Dark green chamber: Wellway room, featured in series 1 and 2, level two. Roll a 1 or a 5 here to reach the second level.

Occupant: The Sword Mistress (4).

Level Two:

White chamber: The Monster's Maw, featured in series 1, 2 and 3, level one.

Occupant: The Ogre (7).

Black chamber: The Bridged Vale, featured in series 2 and 3, level two.

Occupant: The Necromancer (5).

Light blue chamber: Clue room, featured in series 1, 2 and 3, level three.

Occupant: The Mercenary (5).

Yellow chamber: Level three entrance hall, seen containing standing skeletons and Mogdred, later became the minecart crash site, featured in series 1, 2 and 3, level three.

Occupant: A pooka (6).

Pink chamber: Cave with stalactites, part of the Cavern Range, featured in series 3, level two.

Occupant: Medusa (6).

Object: The Shield of Justice.

Purple chamber: The Gargoyle's chamber, featured in series 1, 2 and 3, level three.

Occupant: The Gargoyle (7).

Object: The Crown in Glory.

Dark blue chamber: Cavernwrights' chamber, also the site of Martin's hobgoblin attack, featured in series 1, 2 and 3, level three. It is impossible to get here from any chamber except the purple or the pink, meaning that the Cup that Heals cannot possibly be redeemed before either the Shield of Justice or the Crown in Glory has been.

Occupant: The Barrow Lizard (8).

Object: The Cup that Heals.

Orange chamber: Room with a chequered floor, used first for Combat Chess, then for Khar's level three pit, featured in series 2 and 3, levels one, two and three.

Occupant: A frightknight (9).

Object: The Sword of Freedom.

Spell cards:

Spell of Destruction: You may remove one Helm Token from another player's path in Merlin's Throne Room.

Spell of Foresight: Incredibly useful! You may choose any colour border from the chamber's array for your next move, instead of rolling the die. Particularly useful for changing levels and reaching quest objects.

Spell of Imprisonment: You may cast another player into prison. Particularly useful if you want to get someone out of level two.

Spell of Protection: Whenever you are sent to prison, you must cast one of these or else forfeit one of your objects.

Spell of Resistance: Incredibly useful, so cast it wisely. Cancels out the effect of a Spell of Imprisonment, a Spell of Stealing, a Spell of Slowness or a Spell of Destruction.

Spell of Slowness: You may force any other player to miss one turn.

Spell of Speed: You may take an extra turn yourself.

Spell of Stealing: You may steal an object from any other player. Cannot be used on any of the four quest objects.

Some points to remember about spells:

- 1.) Any player that reaches level three is immune to Spells of Imprisonment and Stealing, but is not immune to Spells of Destruction and Slowness.
- 2.) Upon reaching level three, as well as abandoning any objects you may still have left (apart from the quest object, obviously) you may as well abandon any Spells of Foresight, Protection or Stealing you may have, as these can no longer aid you in any way. However, Spells of Destruction, Imprisonment, Resistance, Slowness or Speed may still prove useful.
- 3.) Most spells must be cast during your own turn. The only spells that can be cast during another player's turn are the Spell of Resistance, if they cast something against you, and the Spell of Protection, if they cast you into prison and you want to keep all your objects.
- 4.) There are certain circumstances in which you may be told to abandon a spell card in order to stop yourself from being sent to prison. If you have a choice of spells to discard, think very carefully about which ones you can most afford to lose. I advise the following spell hierarchy, from the most to the least useful: *Resistance, Foresight, Imprisonment, Protection, Stealing, Speed, Slowness, Destruction.*

PUZZLE PAGE TWO

Majida's Two Cents

These quotes all come from Majida - try to guess, remember or work out which character she is talking about in each case. Name the series, episode and dungeoneer if you can.

- 1.) "I don't like him at all; he makes my flesh crawl."
- 2.) "This thing that... that goes through the wall, what is it?"
- 3.) "She very funny; she make me laugh."
- 4.) "I think maybe she is like big girls' guide, huh?"
- 5.) "You stuck-up... cow-person! Maybe better she cover the other side of her face as well."
- 6.) "I think he is dangerous, but dangerous to who I am not sure."
- 7.) "I think, how you say, this _____ - he eat them like sheep's eyes!"
- 8.) "But we have wrong key! That _____ made joke on us!"
- 9.) "This one over here, she is serving-winch."
- 10.) "There she is! The one they call Brass Lady, I think. She's so stuck up!"

POETRY CORNER

We make a long overdue poetic visit back to series 4 now, to join Nicola Cook and her three fellow St Albans girls, whose quest certainly did contain, as Pickle pointed out, more luck than judgment.

From St Albans City fair,
Nicky's team had wits to spare.
Well, maybe not, but they did best
The spinning wheel and drawbridge test.
With Hordriss, then, a pact was made,
Then on to greenwood's leafy glade
With Brother Mace, to break some bread,
And hit a killer on the head!
In Oakley's glade the score was two,
Enough to earn a useful clue.
Nicky trod a golden path,
To bribe Fatilla at Dungarth.
SMALL magic proved all right to trust,
Then Motley used some magic dust
To bring back Nicky's rightful size,
And then the wellway was the prize.
Into level two with speed,
Nicky soon solved Mellie's need
To fast escape her wooden jail,
And thereby cease her plaintive wail.
Gundrada made the goblins scream,
Then Nicky's quest ran out of steam.
Merlin's riddle stupefied them,
So his magic was denied them.
The riddles of the magic door
Almost proved the team to floor.
But on they went, to wooded plots,
Where Ariadne called the shots.
Bereft of Merlin's magic spell,
The team inevitably fell.
Because they hadn't had the knack,
Nicky proved a tasty snack!

ART DESK

I have decided to resurrect this long-dead section of TES because I found a very old and very interesting newspaper cutting not so long ago, which I wanted to share with you, readers:



This little snippet is from an issue of the St Albans and Harpenden Observer published sometime in September or October 1992. As I have mentioned before, Harpenden (my home town) is a bare six miles away from St Albans, the city that no less than three dungeoneers called home when they appeared on Knightmare. This team (the third of series 6, as I'm sure you've already noticed) are Alan, Nick, Mark and Jim (right to left). I used to have a newspaper cutting of Nicky's team (from series 4) as well, but I have no idea what happened to that. I never saw Dunstan's team mentioned in the local paper, but I guess there was nothing newsworthy to say in that particular case...

PUZZLE ANSWERS

Pickle's Two Cents:

- 1.) Malice. Episode 408. Simon III.
- 2.) Ridolfo. Episode 601. Matt.
- 3.) Sir Hugh. Episode 511. Alex I.
- 4.) Mellisandre. Episode 407. Nicky.
- 5.) Elita. Episode 506. Sarah.
- 6.) Hordriss the Confuser. Episode 510. Alex I.
- 7.) Brother Mace. Episode 406. Nicky.
- 8.) Smirkenorff. Episode 506. Ben I.
- 9.) Merlin. Episode 410. Vicky.
- 10.) Motley. Episode 607. January.

Majida's Two Cents:

- 1.) Snapper-Jack. Episode 804. Nathan.
- 2.) Brollachan. Episode 701. Simon IV.
- 3.) Sidriss. Episode 705. Alex II.
- 4.) Stiletta. Episode 804. Nathan.
- 5.) Romahna. Episode 701. Simon IV.
- 6.) Grimaldine. Episode 705. Alex II.
- 7.) Lord Fear. Episode 701. Simon IV.
- 8.) Motley. Episode 809. Dunstan.
- 9.) Marta. Episode 707. Naila.
- 10.) Maldame. Episode 809. Dunstan.